

# GURPS Forgotten Realms

## Clerical Magic Guide

### Religious Advantages

#### *Clerical Investment*

**5 points/level; see p. B19 or CI32**

You have been ordained as a minister of some religion. You receive +1 on all Reaction Rolls from those who respect your faith. Most clerics and priests in the Realms have this advantage, though paladins and warriors of a faith will not -- their magic is best handled through knacks, as opposed to religious magic.

The cost of this advantage may be reduced by taking appropriate religious Vows or Disciplines of Faith.

#### *Power Investiture*

**10 points/level See p. CI42**

You have been invested with the power of your deity, and may cast clerical spells. Clerics may learn the *Granted Spells* of their deities with no prerequisite requirements; Granted Colleges require prerequisites normally.

Each level of Investiture confers a +1 bonus to IQ when learning new divine spells. Greater powers have 3 available levels; Demipowers have 2 available levels; Lesser Powers only have one available level.

Power Investiture usually requires Clerical Investment, Performance/Ritual 12+ and Theology 12+.

### Clerical Skills

#### *Performance/Ritual (Mental/Average)*

**Defaults to IQ-5**

The ability to perform a religious ritual. Most clerics in the Realms have this skill.

#### *Sacrifice (Mental/Hard)*

**No default; Prerequisite: Theology**

Ceremonially drains and then kills a subject. This generates power equivalent to the victim's (ST+HT) x3, half of which must be given to the deity or else he will become angered. The other half can be used to power ceremonial spells or add to the total energy for the creation of Holy Objects. Only a few, rare gods tolerate sacrifices.

#### *Theology (Mental/Hard)*

**No default**

The study of religion. Most clerics *specialize* in their own deity. This gives +5 to their skill for rolls regarding their deity, and -1 on all other rolls.

### Religious Spells

(see *GURPS Religion* for more details)

Religious spells do not have any prerequisites other than Power Investiture.

All clerical spells require a magical ritual since the cleric is asking his deity for his favor. He is penalized without the appropriate rituals:

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| <ul style="list-style-type: none"><li>-2 for soft speech, -4 for no speech</li><li>-2 if gestures are made with only one hand, -4 if no gestures are used</li><li>-2 if the proper foot movements and/or position is not used</li><li>+1 for each additional turn spent concentrating (maximum +4)</li></ul> |
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#### **Mana and Sanctity**

Clerics are not affected by mana zones. They are, however, affected by Sanctity zones. Most of the world is normal sanctity.

Very High Sanctity: All fatigue casting spells is renewed at the end of the turn. This is a No-Sanctity area for non-allied deities.

High Sanctity: Fatigue cost for spells is halved.

Low Sanctity: Fatigue cost for spells is doubled.

No Sanctity: Spells do not function.

Holy Days: Sanctity level is raised by one. Greater Powers have 3 holy days; Demipowers have 2, Lesser Powers have 1.

## Religious Spells

All clerics may learn and use these spells. These are the basics...

*Lead Worship*

*see GURPS Religion*

*Consecrate*

*see GURPS Religion*

*Desecrate*

*see GURPS Religion*

*Excommunicate*

*see GURPS Religion*

*Final Rest*

*see GURPS Religion*

*Holy Oath*

*see GURPS Religion*

*Summon Allied Entity*

*see GURPS Religion*

## New Religious Spells

*Divine Messenger*

*Special*

Calls forth a messenger – usually a small animal or bird – that will deliver a short verbal message to anyone the caster names. While the creature has the ability to speak the message, it is not anymore intelligent or capable than a normal member of its species.

Duration: Until the message is delivered.

Cost to Cast: 3

Time to Cast: 2 seconds.

Prerequisites: Power Investiture 1

*Resist Death*

*Regular*

A simple blessing given to allies and fellow priests, this spell is taught to initiates early in their career. The subject may reroll any one failed HT roll to avoid death while under the duration of the spell.

Duration: 1 hour.

Cost to Cast: 4.

Time to Cast: 3 seconds.

Prerequisites: Power Investiture 1

*Life Blade*

*Regular*

Imbues a weapon with divine holiness. The weapon does +2 damage against any unholy creatures, including undead and demons.

Duration: 1 minute.

Cost to Cast: 2.

Prerequisites: Power Investiture 1

*Death Blade*

*Regular*

Imbues a weapon with infernal darkness and makes it capable of sucking the life from a foe. Anyone struck by a Death Blade suffers a –2 penalty to all HT rolls to avoid death or unconsciousness.

Duration: 1 minute.

Cost to Cast: 4.

Prerequisites: Power Investiture 2

***Sticks to Snakes***

***Regular***

Turns any wooden branch, including staffs or wands, into an angry, poisonous snake. The snakes will only threaten enemies of the priest. If cast on a pile of sticks – usually only available in a wooded area – the caster may shapeshift them into a swarm of snakes.

Duration: 1 minute.

Cost to Cast: 2 or 4 for a swarm.

Prerequisites: Power Investiture 2

***Fiery Chariot***

***Special***

Summons a fiery chariot from the heavens. Priests usually use this spell to quickly escape danger, though some warlike cults use it to lead their devote followers into battle.

Duration: 1 minute

Cost to Cast: 8

Time to Cast: 5 seconds

Prerequisites: Power Investiture 3

# Deities of the Forgotten Realms

## **Auril (Frostmaiden)**

Demipower of Pandemonium

Matron of Cold

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection & Warning, Water

## **Azuth (The High One)**

Demipower of Arcadia

Patron of Mages and Energy

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

*Granted Colleges:* Healing, plus any two colleges; affected by mana levels

## **Beshaba (Maiden of Misfortunes)**

Lesser Power of the Abyss

Matron of Mischief, Bad Luck, and Accidents

*Granted Spells:* Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

*Granted Colleges:* Healing, Body Control, Necromantic

## **Chauntea (Great Mother)**

Greater Power of Elysium

Matron of Agriculture

*Granted Spells:* Bless, Aura, Divination, Detect Magic, Rain, Turn Zombie, Banish

*Granted Colleges:* Healing, Plant, Food

## **Deneir (Lord of Glyphs and Images)**

Demipower of Beastlands

Patron of Literature and Art

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Know Illusion, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection & Warning, Knowledge

## **Eldath (Goddess of Singing Waters)**

Demipower of Prime Material plane

Matron of Peace, Pools, and Springs

Required Disadvantage: Pacifism (Total)

*Granted Spells:* Bless, Aura, Divination, Detect Magic, Sleep, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection & Warning, Water

## **Gond (Wonderbringer)**

Lesser Power of Concordant Opposition

Patron of Artifice, Craft, and Construction

Allowed Advantage: High Technology (TL4)

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Heat, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection & Warning, Making and Breaking

## Helm (He of the Unsleeping Eyes)

Lesser Power of Nirvana

Patron of Guardians and Protection

Required Advantage: Combat Reflexes

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection & Warning, Mind Control

## Ilmater (The Crying God)

Lesser Power of Twin Paradises

Patron of Endurance and Suffering

Required Advantage: High Pain Threshold

Allowed Advantages: Unlimited levels of Extra Fatigue

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Resist Pain, Strengthen Will, Turn Zombie, Banish

*Granted Colleges:* Healing (+2), Protection & Warning

## Lathander (Morninglord)

Greater Power of Elysium

Patron of Spring, Dawn, Birth, and Renewal

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Know Illusion, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection & Warning, Light and Darkness

## Leira (Lady of the Mists) [Dead]

Demipower of Limbo

Matron of Deception and Illusion

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

*Granted Colleges:* Healing, Illusion, Light and Darkness

## Lliira (Our Lady of Joy)

Demipower of Arvandor

Matron of Happiness, Joy, Dance, and Festivals

Required Disadvantage: Pacifism (Cannot kill)

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Sense Life, Suggestion, Bravery, Ecstasy, Daze, Water to Wine, Turn Zombie, Banish

*Granted Colleges:* Healing (+2), Protection & Warning

## Loviatar (Maiden of Pain)

Demipower of Gehenna

Matron of Pain, Hurt, and Torture

Required Advantage: High Pain Threshold

Allowed Advantages: Unlimited levels of Extra Fatigue

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

*Granted Colleges:* Healing, Body Control, Necromantic

## Malar (The Beastlord)

Demipower of Tarterus

Patron of Hunters, Beasts, and Blood

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Keen Eyes, Keen Ears, Keen Nose, Bravery, Quick March, Berserker, Turn Zombie, Banish

*Granted Colleges:* Healing, Animal (+2)

## **Mask (Lord of Shadows)**

Lesser Power of Hades

Patron of Thieves and Intrigue

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Persuasion, False Aura, Suggestion, Turn Zombie,

Banish

*Granted Colleges:* Healing, Light and Darkness, Making and Breaking

## **Mielikki (Lady of the Forest)**

Lesser Power of the Prime Material plane

Matron of Forests, Rangers, and Dryads

Allowed Advantages: Plant Empathy

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Seek Water, Minor Healing, Turn Zombie, Banish

*Granted Colleges:* Food, Plant, Animal

## **Milil (Lord of All Songs)**

Demipower of the Beastlands

Patron of Poetry and Song

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection & Warning, Sound

## **Mystra (Midnight, Lady of Mysteries)**

Greater Power of Nirvana

Matron of Magic

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Analyze Magic, Identify Magic, Turn Zombie, Banish

*Granted Colleges:* Meta-spells, plus any two

## **Oghma (The Binder)**

Greater Power of Concordant

Patron of Knowledge and Bards

Required Skill: Wrestling

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection & Warning, Knowledge

## **Selune (Our Lady of Silver)**

Lesser Power of Gladsheim

Matron of Moon, Stars, and Navigation

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Aura, Find Direction, Tell Position, Remember Path,

Pathfinder, Mystic Mark, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection & Warning, Light and Darkness

## **Shar (Mistress of the Night)**

Greater Power of Hades

Matron of Dark, Night, Loss

Allowed Skills: Blindfighting

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Daze

*Granted Colleges:* Healing, Light and Darkness, Necromantic

## **Silvanus (Oak Father)**

Greater Power of Concordant Opposition

Patron of Nature and Druids

Required Disadvantage: Vow (Use no metal) [-10]

Allowed Advantages: Plant Empathy

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Seek Water, Seek Food, Beast-Soother, Turn Zombie, Sense Life, Banish

*Granted Colleges:* Healing, Plant (+2) or Healing, Plant, Animal

## **Sune (Firehair)**

Greater Power of Arvandor

Matron of Beauty, Love, and Passion

Required Advantage: Handsome/Beautiful

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Aura, Turn Zombie, Banish

*Granted Colleges:* Healing, Mind Control, Body Control

## **Talona (Lady of Poison)**

Demipower of Tartarus

Matron of Disease and Poison

Required Disadvantage: Unattractive

Required Skill: Poisons

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Aura, Sickness, Turn Zombie, Banish

*Granted Colleges:* Healing, Body Control, Food

## **Tempus (Lord of Battles)**

Greater Power of Limbo

Patron of War

Allowed Advantage: Weapon Master (one weapon only)

Required Disadvantage: Vow (Use no missile weapons) [-10]

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Bravery, Resist Cold, Resist Fire, Turn Zombie,

Banish

*Granted Colleges:* Healing, Body Control, Protection and Warning

## **Torm (The True)**

Demipower of the Prime Material plane

Patron of Duty, Loyalty, Obedience

Required Advantage: Charisma

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Aura, Turn Zombie, Banish

*Granted Colleges:* Healing, Mind Control, Communication and Empathy

## **Tymora (Lady Luck)**

Lesser Power of Arvandor

Matron of Adventurers, Skill, and Good Fortune

Allowed Advantage: Luck

*Granted Spells:* Bless, Curse, Aura, Detect Magic, Test Food, Light, Seek Food, Seek Water, Turn Zombie, Banish

*Granted Colleges:* Healing (+1), Protection and Warning (+1)

## **Umberlee (The Bitch Queen)**

Lesser Power of the Abyss

Matron of Oceans, Waves, and Sea Winds

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Fish Control, Zombie, Control Zombie, Turn

Zombie, Banish

*Granted Colleges:* Healing, Water, Air

# Dwarven Deities of the Forgotten Realms

## **Berronar Truesilver (The Revered Mother)**

Intermediate Power

Matron of Safety, Truth, and Home

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Test Food, Pathfinder, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection and Warning, Communication and Empathy

## **Clangeddin Silverbeard (Father of Battle)**

Greater Power

Patron of Dwarven Warriors

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Resist Fire, Resist Cold, Turn Zombie, Banish

*Granted Colleges:* Healing, Body Control, Protection and Warning

## **Dumathoin (Keeper of Secrets Under the Mountain)**

Intermediate Power

Patron of Metals

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Minor Healing, Banish

*Granted Colleges:* Earth, Making and Breaking, Light

## **Gorm Gulthyn (Fire-Eyes)**

Lesser Power

Patron of Protecting Dwarves

Required Skill: Tactics 12+

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Undo, Keen Eyes, Keen Ears, Turn Zombie, Banish

*Granted Colleges:* Healing, Protection and Warning (+2)

## **Haela Brightaxe (Lady of the Fray, Luckmaiden)**

Demipower

Matron of Luck in Battle and Monster Slayers

Required Skill: Tactics 12+

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Turn Zombie, Shield, Bravery, Banish

*Granted Colleges:* Healing, Knowledge, Making and Breaking

## **Marthammor Duin (Watcher over Wanderers)**

Lesser Power

Patron of Dwarven Adventurers, Explorers, and Wanderers

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Aura, Turn Zombie, Banish

*Granted Colleges:* Healing, Knowledge, Protection and Warning

## **Moradin (The Soul Forger, Dwarffather)**

Greater Power

Patron of the Dwarven Race

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Aura, Bravery, Turn Zombie, Banish

*Granted Colleges:* Healing, plus two of Earth, Fire, or Body Control



## **Thard Harr (The Disentangler)**

Lesser Power

Patron of the Jungle Dwarves

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Aura, Seek Food, Seek Water, Bravery, Turn Zombie,

Banish

*Granted Colleges:* Healing, Plant, Protection and Warning

## **Vergadain (The Laughing Dwarf)**

Intermediate Power

Patron of Wealth, Luck, and Merchants

*Granted Spells:* Bless, Curse, Aura, Divination, Detect Magic, Aura, Measurement, Turn Zombie, Banish

*Granted Colleges:* Healing, Earth, Communication and Empathy